

ELECTRONIC ARTS®



KING'S BOUNTY

The Conqueror's Quest

CREATORS OF THE NEW WORLD

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WORLD
COMPUTING™**

New World Computing has been a distinguished innovator of interactive recreational software for over five years. Based in Los Angeles, California, New World produces a wide variety of games ranging from fantasy role-playing adventures to tongue-in-cheek war games.

"The best life is a fun life," says New World founder John Van Caneghem. After surrounding himself with a group of designers who rollerblade, engage in paintball wars, and push race cars to the limit, he should know.

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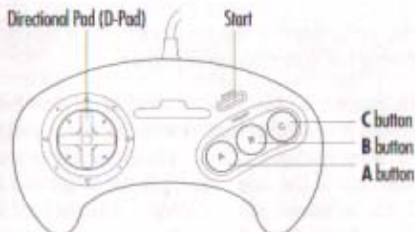
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Setting Up

WARNING: DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH YOUR SEGA™ GENESIS™ ENTERTAINMENT SYSTEM AND THIS VIDEO GAME. PLAYING VIDEO GAMES ON A PROJECTION TELEVISION MAY CAUSE PERMANENT DAMAGE TO YOUR PROJECTION TELEVISION SET. NEITHER ELECTRONIC ARTS NOR SEGA WILL BE LIABLE FOR ANY DAMAGE TO YOUR PROJECTION TELEVISION RESULTING FROM THE USE OF ANY VIDEO GAME SYSTEM.



1. Flip the power switch on your Sega Genesis to OFF. Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the console.
3. Insert the game cartridge into the slot on the Genesis. Press it firmly to lock the cartridge in place.
4. Flip the power switch to ON. The Electronic Arts® logo appears, then the King's Bounty title screen. If you don't see the screens, begin again at step 1.
5. The King's Bounty Character Selection screen appears.

Theft of the Sceptre

Majestic hills like new-cut emeralds stood guard over the four continents — great mothers watching over the population smiling in the sun. Sprites raced through the air along the shoreline occasionally diving beneath the shimmering water to cool. While King Maximus ruled the land, life was good. His subjects were safe from the outcasts of this paradise as long as the Sceptre of Order rested in his hands. Yes, the Dark Legions were lifetimes away.

Far across the waters, Arech Dragonbreath, leader of the Dark Legions, focused his red eyes on the huge, glistening crystal in the center of his dank, moss-covered grotto. He slowly circled around it looking at the reflections of life on Continentia and Saharia while greedily rubbing his scaly talons together.

"Yes...the Sceptre..." He took another step, never shifting his gaze from the crystal. Never blinking. "I wonder if our King would be able to fend off my armies without THAT!" He glowered at a facet of the crystal that held an image of the Sceptre. "AURIC! RAGFACE! RINALDUS DRYBONE!" He bellowed, summoning his three best tacticians to his chamber. They planned the downfall of the four continents, drooling from the thoughts of the riches to be taken.

On the fall of the new moon, peace and order ended in King Maximus's realm. Arech invaded the four continents and wrested the Scepter from the grip of the sleeping King and disappeared into the recesses of his new lair somewhere on the four continents. He raised castles for the nobles of his dark legion and gave them troops to defend themselves against Maximus's certain retaliation. The King never came.

Gazing into his prophetic crystal, Arech watched Maximus and waited for him to gather an army, but instead he saw Maximus shuffling through his castle halls. When another moon passed, Arech spied on Maximus again. He was in his bed, swimming in delirium tangled in his



soaking sheets. Maximus's health was draining away without the Scepter.

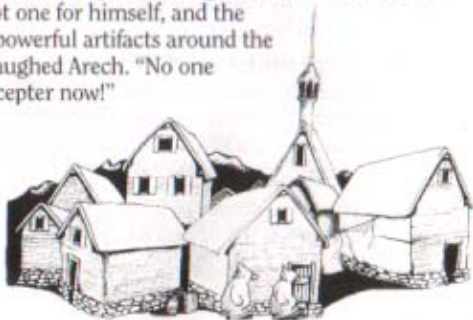
"AH!" howled Arech in delight. "If only I had known it would be so EASY!" Smoke and blue flame spewed from Arech's mouth and nostrils and he laughed a cheating victor's laughter, enjoying his success, gloating over the image of the deteriorating Maximus. Then Arech saw a phantom of hope for King Maximus standing in the shadows beside him and narrowed his gaze with suspicion.

It stood in the corner of Maximus's muggy sickroom. The chamber was heavy with the smell of deteriorating flesh. All the windows were grey with the cold clouds and fog that shrouded the land.

"Come here," gasped the King. "I am weak and breath is a luxury. Please." He extended his hand and a great leader drew close, lowering an ear. "You must restore my kingdom. Arech Dragonbreath has loosed chaos in my land and stolen the only thing that can restore it — the Scepter of Order. I, too, must be restored. I am tied to this land and as it dies, so do I. My days here are numbered. You must recover the Scepter if I and my land are to live," King Maximus pleaded, "You must...the Scepter!" He fell back to his pillow gasping thin breaths.

Arech watched this exchange and quickly buried the scepter somewhere on the four continents. He drew a map of its location, then shredded it with his claws into 25 pieces. He gave one to each of his 16 villainous nobles, kept one for himself, and the other eight he hid with powerful artifacts around the four continents. "HA!" laughed Arech. "No one could ever recover the scepter now!"

Your time grows short, leader. You have your quest and King Maximus's last hope. May you be guarded in your journey by the Spirits of Order. Good luck.



What You See

IN THE BEGINNING

Character Selection

Option Bar



At the Character Selection screen, you can wait for a demo (don't press any buttons), or choose to play as the Knight, Paladin, Sorceress, or Barbarian.

1. Press any button to see character names in the option bar.
2. D-Pad **RIGHT** or **LEFT** to scroll through the character names and the *Continue Game in Progress* option (for more information about continuing a saved game, see *Get Password in Field Menu* under *GAMEPLAY*).
3. When the character's name you want to play appears in the option bar, press **START** to select it.



Character Classes:

See the information boxes in each character's section to see their starting vitals. To learn more about each character's advancement, see the *Character Advancement Chart* in *APPENDIX C*.

SIR CRIMSAUN THE KNIGHT



KNIGHT

Name:	Sir Crimsaun
Leadership:	100
Maximum Spell Capacity:	2
Spell Power:	1
Commission Per Week:	1000

The Knight must learn magic to cast spells.

The Knight starts his quest with the best troops of any of the four classes. His leadership ability is paralleled only by the Barbarian, and his starting gold and commission per week are among the highest.

LORD PALMER THE PALADIN



PALADIN

Name:	Lord Palmer
Leadership:	80
Maximum Spell Capacity:	3
Spell Power:	1
Commission Per Week:	1000

The Paladin must learn magic to cast spells.

A Paladin's leadership ability and initial troops are strong. A Paladin's spell power is second only to a Sorceress's, as is his spell retention capability.



THE SORCERESS TYNNESTRA

The Sorceress is the only leader who starts the game knowing how to use magic. Her spell retention is the highest, but she has a difficult path to success because of her weak leadership ability. Her starting troops are among the most feeble.



SORCERESS

Name:	Tynnestra
Leadership:	60
Maximum Spell Capacity:	5
Spell Power:	2
Commission Per Week:	3000

The Sorceress begins the game able to cast spells.

MAD MOHAM THE BARBARIAN



BARBARIAN

Name:	Mad Moham
Leadership:	100
Maximum Spell Capacity:	2
Spell Power:	0
Commission Per Week:	2000

The Barbarian must learn magic to cast spells.

A Barbarian's leadership skills are equal to a Knight's, and his starting troops are strong. He advances in rank more rapidly than any other class, but has weak magic skills. He must be taught the basics of spell-



casting and even then he has trouble reading a rune. The Barbarian is the most successful of the four classes in battle.

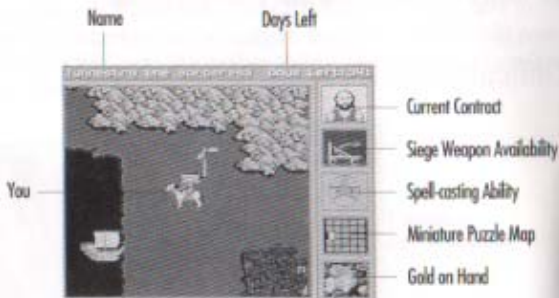
Difficulty Menu



Pick a skill level to play. Each level requires a different number of days to recover the sceptre of order for King Maximus.

1. D-Pad **UP** or **DOWN** to move the selection arrow
2. Press **START** to select the level and bring up the playscreen

THE PLAYSCREEN



THE FIVE STATUS PANELS

Current Contract

This panel shows which villain you currently hold a contract for. If you have no contract, the square shows an empty shadow. Get a new contract or exchange a current one in any town. You can only carry a contract for one villain at a time. There are five contracts to choose from. Contracts are always free.

TO GET A CONTRACT:



For more information about the town menu, see *Towns* under *DWELLINGS*



Siege Weapon Availability

This indicates your siege weapon availability. When you have siege weapons, the catapult moves. When you don't, it appears as a shadow. They are necessary to attack a castle. If a siege attempt is unsuccessful, your siege weapon is destroyed. Siege weapons are always 3000 gold.

TO GET SIEGE WEAPONS:

1. Go to a town
2. Select BUY SIEGE WEAPONS and press **A** or **C**
3. Press **B** to leave the town

Spell-casting Ability

When you begin play, this panel is not active (changing colors) unless you are playing as the Sorceress Tynnestra. Visit Archmage Aurange for magic capability in Continentia at coordinates 11,19. Lessons from Aurange cost 5000 gold.



Miniature Puzzle Map

This is a miniature representation of the Puzzle Map. When you find a piece of the map, a square is removed. For more information about the Puzzle Map, see *Look At Puzzle Pieces* under *Field Menu* in the *MENUS* section.

Gold on Hand

This panel depicts how much money you are carrying. The three stacks of coins from left to right are gold, silver, and copper. Use this to keep a general idea of how much gold you have on hand. For an exact total, press **A** or **C** when you're roaming the continent and choose VIEW YOUR CHARACTER from the field menu.



OBJECTS



Treasure chests

Chests are randomly placed over the continent. To open a chest, walk to it. They contain:

Gold which you can put in your personal cache or distribute to your peasants to raise your leadership.

Rich Mineral Deposits for which the King rewards you with a raise in your weekly salary.

Spell Capacity Increases from troop shamans you meet.

Maps of other continents. You must have maps to be able to travel to other continents.



Signposts

Read signposts you see along your journey to get information.

Artifacts

Artifacts have been hidden in various spots over the four continents.

Amulet of Augmentation

Amplify the spell power of any class with this amulet. A boon to spell casters, especially barbarians, it is often fiercely guarded.

Anchor of Admiralty

When acquiring a boat, the rental price drops from 500 gold to 100 gold for the bearer of this artifact.

Articles of Nobility

The articles increase the commission per week a character receives. Handed out by King Maximus himself, the articles of nobility are a reward signifying extraordinary service to the kingdom through heroic action.

Book of Necros

A tome of legend, this book increases your spell memory. The exact whereabouts of the book are unknown, but a report of a minor wizard's rapid rise to power has fingers pointing...

Crown of Command

Originally crafted for a vanquished line of kings, the crown was lost long ago by the royal family's last son. When worn, it doubles the leadership ability of any character class.

Ring of Heroism

A potent bauble, the Ring of Heroism increases leadership. It improves your luck by helping you beat impossible odds.

Shield of Protection

The shield protects your entire army. Only the surest of blows can harm your army while the shield is in your possession.

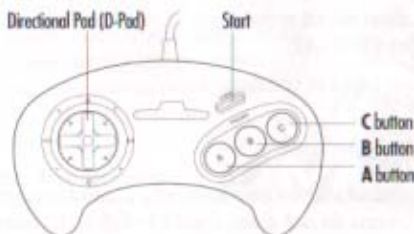
Sword of Prowess

The bearer of the Sword of Prowess can inflict more damage per blow during battle.



Game Play

BASIC MOVEMENT



- **D-Pad the direction you want to ride, sail, or fly.**
 - To get in a boat, just walk into it
 - You can only fly when your army consists of one or more flying creature troops: Dragons, Demons, Vampires and Archmages (Sprites are not included because of their inability to keep up with the larger creatures)
 1. Press **B** to fly
 2. Press **B** over a grassy spot to land
- **To enter a dwelling, walk into it.**
- **To sail to a different continent,**
 1. Find the map of the continent you want to sail to
 2. Sail away from your current continent. Keep sailing away until the continent menu appears.



3. Select the continent you want to sail to (only continents to which you have maps appear)
4. Press **A** or **C** to sail to the new continent

COMBAT

For information about movement during combat, see the *Movement* section under *COMBAT*.

There are two types of combat:

Field Combat

Field combat starts when you walk into a wandering troop, but wandering troops do not always want to fight. Occasionally they want to join your army, and sometimes they flee in terror at the sight of a large army. You don't need siege weapons to engage in field combat.

If you are victorious in field combat, King Maximus congratulates you and gives you a reward. Rewards are based on your smarts and strength on the field. Press **A** or **C** to leave the battlefield.

Castle Siege

This starts when you lay siege to a castle. You must have siege weapons to engage in a castle siege. Get siege weapons at any town.

If you conduct a successful castle siege, you have the option to garrison the castle. If you garrison,

1. D-Pad **UP** or **DOWN** to choose a troop to garrison the castle
2. Press **A** or **C** to assign the troop
3. Press **B** to leave the castle

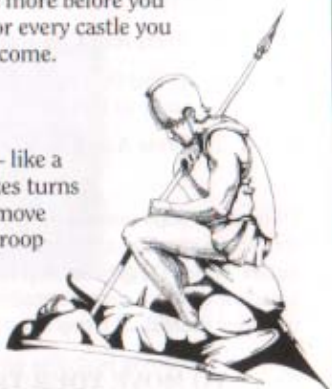


The troops you leave behind get paid once more before you leave, then live off the castle thereafter. For every castle you garrison, King Maximus increases your income.

Movement

Combat movement is based on strategy — like a game of checkers or chess. Each troop takes turns moving or attacking. Your army's troops move first, then the opposing army moves one troop at a time. This pattern continues until an entire army is wiped out.

Your army faces right. The opposing army faces left.



- **Active Troop** is the troop whose turn it is to move or attack. A blue selection ring and yellow Active Troop Target appear around the troop.
- **Active Troop Target** is a yellow targeting ring you control with the D-Pad. Place it on an empty space you want to move to, or on an enemy you want to attack.
- **Arrow Target** is a red ring that appears when an troop using bows and arrows (Archers, Elves, and Orcs) is preparing to shoot at an opposing troop.

TO USE THE ARROW TARGET:

1. Press **A** or **C** to activate it
2. D-Pad the Arrow Target onto the enemy troop you want to shoot.
3. Press **A** or **C** to shoot

Different troops move differently. For example, most troops can only move one space at a time. But Sprites fly on their first move, so their Active Troop Target can skip to any grassy space — not just one adjacent to their current position. For a troop statistics chart that includes individual troop's movement capability, see *APPENDIX B*.

TO MOVE YOUR TROOP:

1. Position the Active Troop Target on any grassy area next to the Active Troop. You cannot move to a spot occupied by water, a dirt mound, trees, or another troop
2. Press **A** or **C** to move your troop to the targeted area

TO ATTACK:

1. Move the active troop target onto an opposing troop
2. Press **A** or **C** to attack. The opposing troop always retaliates, so it's best to attack a troop of same or weaker hit strength to minimize losses

Combat Menu



TO SELECT AN OPTION:

1. D-Pad **UP** or **DOWN** to move the selection arrow to an option
2. Press **A** or **C** to select it

View your army

This shows the status of each troop in your army. For more information about this option, see *View Your Army* under *Field Menu* in *GAMEPLAY*.

View Your Character

This option details all aspects of your character. For more information about this option, see *View Your Character* under *Field Menu* in *GAMEPLAY*.

Use Magic

This option can only be used if you have magic powers. It lists the different spells and how many you have of each. To learn more about individual spells, see the *Spells* section.

TO USE A SPELL:

1. Move the selection arrow to the spell you want to cast
2. Press **A** or **C** to select it

An Adventure spell takes effect when you select it. With combat spells, you see a light blue selection ring on your troop that is about to use your spell.

IF THE COMBAT SPELL IS FOR AN ATTACK:

1. D-Pad the selection ring onto the enemy troop you want to attack
2. Press **A** or **C** to attack

IF THE COMBAT SPELL IS TO BOOST YOUR TROOP:

1. D-Pad the selection ring onto the troop you want to boost
2. Press **A** or **C** to weave the spell

Pass

This option lets a troop in your army pass on their turn at moving or attacking. When a troop in your army is selected to take their turn and their movement is completely blocked by an obstacle, choose this to skip their turn.



Wait

When you would prefer to have a troop take their turn at the end of your army's turns, choose this. For example if a troop in your army is designated to move first, choosing WAIT lets the other troops in your army move, then lets you move the waiting troop last. Pressing **A** or **C** while the Active Troop Target is on the Active Troop, has the same effect as choosing WAIT for that troop.

Game Controls

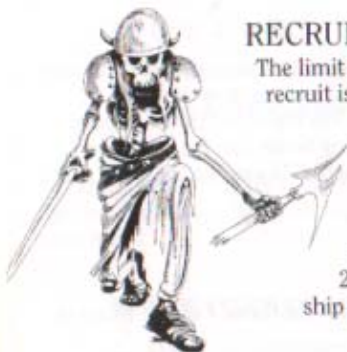
Press **B** during your turn in combat to view the Game Control Menu of the following options:

- Turn music on and off
- Turn sound on and off
- Adjust combat delay from zero to 9.

The Combat Delay option controls the amount of time it takes to exchange turns during combat. Set the combat delay at zero to have the opposing army move in an instant. Set it at 9 to see opposing troops attack more slowly one by one.

To select an option:

1. D-Pad **UP** or **DOWN** to move the selection arrow to the option you want to change
2. Press **A** or **C** to change it



RECRUITING TROOPS

The limit for the amount of troops you can recruit is based on your leadership points. You can recruit as many troops as you can control. For example, if you have 212 leadership points and you want to recruit Trolls at 50 hit points each, you would only be able to recruit four. Five trolls would equal 250 hit points, more than your leadership points.

King Maximus's Castle

You start the game in front of King Maximus's castle. Castle-type troops can only be recruited here. In the castle you can recruit castle soldiers or have an audience with the King.



For more information about the **AUDIENCE WITH THE KING** option see *At King Maximus's Castle* under *Castles* in the *DWELLINGS* section



- **To recruit soldiers**

1. The selection arrow appears at **RECRUIT SOLDIERS**. Press **A** or **C** to view the list of troops available

The screenshot shows a menu titled "RECRUIT SOLDIERS" with a yellow selection arrow pointing to "Infantry". The menu lists four troop types: Infantry, Pikemen, Cavalry, and Knights. To the right of each troop name are two columns: "Cost" and "Gold Available".

Troop Name	Cost	Gold Available
Infantry	50	2000
Pikemen	50	2000
Cavalry	75	2000
Knights	100	2000

At first **CAVALRY** and **KNIGHTS** won't be available because of your low rank. After your first promotion, you can recruit Cavalry. After your second promotion, you can recruit Knights.

2. D-Pad **UP** or **DOWN** to move the yellow selection arrow to the name of the troop you want to recruit
3. Press **A** or **C** to find out how many members of that troop are available
4. D-Pad **RIGHT** or **LEFT** to enter the amount you want to recruit
5. Press **A** or **C** to recruit them into your army
6. Move the selection arrow to the next troop you want to recruit from
Repeat steps two through six until you are finished recruiting.
7. When you are through recruiting, press **B** to exit any menu
8. At the **Castle of King Maximus** screen, press **B** again to exit the castle

Troop Dwellings

Hill



Covered Wagon



Dungeon



Tree House



Recruiting in troop dwellings is similar to recruiting at King Maximus's castle:

1. Walk to the dwelling
2. Once you're inside, D-Pad **RIGHT** or **LEFT** to enter the number of troops you want and press **A** or **C** to recruit them
3. When you are through, press **B** to leave the dwelling

If you can't recruit troops, check to make sure you have enough gold, and have room for the new troop in your army (remember, you can only have five troops maximum in your army).

Wandering Troops

Usually field combat starts when you walk into a wandering troop, but sometimes they want to join your army instead of fight. When you meet up with a friendly troop, you have the option to accept or decline their service.

BE WARNED! Accepting a wandering troop of the same race as one you currently have in your army *could* put that troop out of control (make their hit points stronger than your leadership points). Their numbers are described with six phrases from "a few" to "a multitude." For amounts corresponding to these phrases, see Page 48.



Refer to *APPENDIX B* for information about a troop's hit points, cost, skill level, movement capability, damage capability, and morale.

TO ACCEPT OR DECLINE A TROOP:

1. D-Pad **UP** or **DOWN** to select **ACCEPT** or **DECLINE**
2. Press **A** or **C** to activate the selection

Field menu



During gameplay, press **A** or **C** to see the Field Menu. Press **A** or **C** to exit the menus.

1. D-Pad **UP** or **DOWN** to move the selection arrow to an option
2. Press **A** or **C** to select it

Choose from:

View your Army

The diagram shows a rectangular troop card with a dark background and light-colored text. On the left side of the card is a small icon of a creature. The card contains the following text: "5 P. HENRI", "Skill: 3", "Morale: 2", "HitPts: 80", "Damage: 16-32", and "S-Cost: 240". Lines with labels point to specific parts of the card: "Troop Count" points to the number "5"; "Skill Level" points to "Skill: 3"; "Morale" points to "Morale: 2"; "Movement Rate" points to the top of the card; "Total Hit Points" points to "HitPts: 80"; "Total Damage Possible" points to "Damage: 16-32"; and "Weekly Cost" points to "S-Cost: 240".

Troop Count	5 P. HENRI	HitPts: 80	Total Hit Points
Skill Level	Skill: 3	Damage: 16-32	Total Damage Possible
Morale	Morale: 2	S-Cost: 240	Weekly Cost

This shows the status of each troop in your army. You can only have five different troops in your army. Troops may not be split up. When you recruit creatures of a race already in your forces, the new recruits are added to the current troop, even if it places them out of your control.

- **Troop count** is the amount and name of the troop.
- **Total hit points** defines the amount of damage the entire troop can take before it is wiped out. Individual creatures in the troop die off as the total hit point level lowers. Your leadership ability must surpass this number to control the troop.
- **Skill level** is the efficiency at which the troop fights. A troop with a high skill level can easily defeat a lower skill level troop. For example, a troop with a skill level of six would easily defeat a group with a skill level of two. Troops with equal skill levels have an equal chance to score a hit on each other.
- **Movement rate** is the total number of actions, walking, flying and attacking, that a troop can make in one turn.
- **Total damage possible** defines the damage that the troop can inflict upon an enemy.
- **Morale** effects the damage a troop can do. High morale increases the potency of an attack, low morale decreases it. A troop's morale is effected by other troops in your army. For a chart showing morale caused by different troop combinations, see the *Troops chart* and *Morale chart* in APPENDIX B.

- **Weekly cost** for each troop is the amount you must pay to keep them in your service. Pay troops after you receive your commission. If you do not have enough to pay a troop, it leaves your army. In order to garrison a castle you must pay the weekly cost initially to set up the troops in the castle.

View Your Character

This option details all aspects of your character.

- **Name** displays the name and rank of your character.
- **Leadership** represents your ability to control any individual troop. You must have a leadership ability greater than the total hit points of a single troop. If you don't, the out of control troop attacks the troop closest to it — usually one in your army. If after combat is finished the surviving troop is out of your control, the troop turns into wandering renegades never to rejoin civilized ranks again. For more information about out-of-control troops, see *Wandering Troops* under *Recruiting Troops* in *GAMEPLAY*.
- **Commission per Week** is the amount of money you receive from King Maximus at the beginning of each week. This income can be raised by finding new sources of wealth for the kingdom or by gaining a level of rank.
- **Gold** is the amount of money you have to operate with. You pay for your army and other miscellaneous items with these funds.
- **Spell Power** is the skill level at which your character casts spells. The higher the skill level, the more effective the spell. Spell power can be increased by gaining a level in rank or finding the Amulet of Augmentation (see *Artifacts* under *Objects* in *WHAT YOU SEE*).
- **Max # of Spells** dictates how many spells you can have in your possession at any one time. The maximum number can be increased by a rise in rank or various encounters with shamans in your quest that increase your spell power.

- **Villains Caught** is the number of villains that you have captured under contract. Villains defeated for whom you held no contract are not included in this category. A caught villain increases your score. There are 17 villains to be captured, but you do not have to capture them all to rescue the sceptre of order. Capturing a villain under contract recovers that villain's piece of the puzzle map.
- **Artifacts Found** counts how many of the eight artifacts of power you have found on the four continents. Each artifact increases your current score. You do not need any of the artifacts to find the sceptre. For more information about the artifacts, see *The Eight Artifacts of Power* section in this manual.
- **Castles Garrisoned** counts how many castles you have garrisoned. After every successful siege you have the option of garrisoning a castle. A garrisoned castle increases your commission per week and your score. It also assures that the castle in question won't be repopulated by enemy creatures.
- **Followers Killed** tallies all members of your army that died in battle. For every creature killed, your score is decreased. Dead peasants count just as much as dead dragons, so lead carefully.
- **Current Score** records your progress throughout the game. It is not final until you find the sceptre or run out of time.

Look at Continent Map

A small pulsing point on this map represents your current location. As you travel across each of the four continents, you draw a map of the terrain. You may only view the map you have drawn for the continent you are currently on. Look for magic orbs hidden around the continents that let you see the entire map.

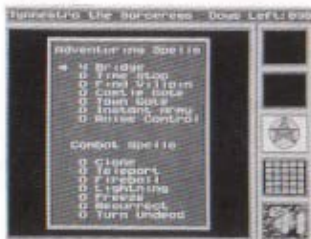
COLORS ON THE MAP REPRESENT DIFFERENT AREAS OF THE CONTINENT:

- **Red** dots can be signposts, wandering troops, treasure chests, towns, or troop dwellings



- **White** squares are castles
- **Light Green** paths are places you can walk
- **Dark Green** sections are hedges
- **Brown** sections are banks of rock
- **Blue** sections are water
- **Yellow** patches are desert

Use Magic



This option can only be used if you have magic powers. It lists the different spells and how many you have of each. To learn more about individual spells, see the *Spells* section.

TO USE A SPELL:

1. Move the selection arrow to the spell you want to cast
2. Press **A** or **C** to select it

Adventure spells happen automatically. With combat spells, you see a light blue ring on your troop that is about to use your spell.

IF THE COMBAT SPELL IS FOR AN ATTACK:

1. D-Pad the light blue ring onto the enemy troop you want to attack
2. Press **A** or **C** to attack

IF THE COMBAT SPELL IS TO BOOST YOUR TROOP:

1. D-Pad the light blue ring onto the troop you want to boost
2. Press **A**, **B**, or **C** to weave the spell

Contract Information

This option displays a picture of the villain you currently have a contract for. The villain's name, distinguishing features, and crimes are also shown as well as his location, if you know it, and bounty offered for his capture.

Wait to End of Week

Week #1	
Wield 1000000	Druid 1000000
Wield 1000000	Druid 1000000
Wield 1000000	Druid 1000000

Week #1		Budget
Druid 1000000	200	1000000
Wield 1000000	200	1000000
Wield 1000000	200	1000000

This options allows you to stop all actions and wait for the current week to pass. A week lasts five days. Every week is a regeneration week for a different creature. If a creature's week arrives, that creature's dwellings are replenished. Press **A**, **B**, or **C** to view your budget. This calculates:

- Your cash on hand before paying charges



- Pay you just received from King Maximus
- Boat rental charges, if any
- Money paid out to troops
- Your resulting gold left after paying charges

Next to this information is a breakdown of your current armies and how much each costs. Press **A**, **B**, or **C** to leave the menu.

Look at Puzzle Pieces



This replaces the adventure window with the Puzzle Map. For each villain you catch under contract and each artifact you find, you get a piece of the Puzzle Map. It shows the portions of the map you have recovered by capturing villains and retrieving artifacts, and which remaining villain or artifact has which piece of the map.

Search the Area

The sceptre is hidden under grass on one of the four continents. You must search to find it, using clues from the Puzzle Map to deduce its location. If you find the sceptre before time runs out, you save King Maximus's life and restore order to the chaotic land. If you search for

the sceptre without Arech Dragonbreath's center piece of the map, the search lasts for ten days. If you have captured Arech, the search lasts one day.

Dismiss Army

This command dismisses an entire troop from your service. The dismissed troop disappears from the Four Continents forever. You may recruit from the troop race again.

Game Controls

SELECT THIS OPTION TO:

- Turn music on and off
- Turn sound on and off
- Adjust combat delay from zero to 9

The Combat Delay option controls the amount of time it takes to exchange turns during combat. Set the combat delay at zero to have the opposing army move in an instant. Set it at 9 to watch the opposing troops attack more slowly.

TO SELECT AN OPTION:

1. D-Pad **UP** or **DOWN** to move the selection arrow to the option you want to change
2. Press **A** or **C** to change it



Get Password

This option gives you a password for the current game. WRITE IT DOWN.

You have the option to use it the next time you start the game at the Character Selection screen. **Note:** When you use your password, it makes no difference if you enter the number zero or the Letter "O"; the game sees them as the same character. For more information about saving your game, see the *Saving the Game* section under *GAMEPLAY*.

GETTING MONEY

There are several ways to get rich quick.

- Find gold and wage increases from King Maximus in treasure chests.
- When you're on the continent, select WAIT TO END OF WEEK from the Field Menu to receive a week's wages.
- Win field battles and castle sieges for a reward from King Maximus.

WINNING THE GAME

You must find the Sceptre of Order to restore King Maximus's land before he dies.

To find the Sceptre of Order:

1. You can conquer villains and find artifacts to uncover pieces of the puzzle map.

You do not have to uncover the puzzle map at all to search for the Sceptre, but each time you guess at an area and search, it costs 10 days (If you



have defeated Arech Dragonbreath, the search only lasts one day, even if your search is unsuccessful).

2. View the area exposed on the Puzzle Map and match it to an area on one of the four continents.

THE AREA DEPICTED IN THE PUZZLE MAP MUST EXACTLY FIT IN THE SCREEN FOR A SUCCESSFUL SEARCH. For example, If you are near the correct area depicted in the puzzle map, but the view is slightly off center, your search will be unsuccessful.

3. Once you think you are on the right spot, choose **SEARCH THE AREA** from the Field Menu.

The game then tells you how many days it will take to conduct a search, and asks if you still want to search.

4. Select **YES** with the D-Pad and press **A** or **C**. Cross your fingers for luck!

SAVING THE GAME

To save a game:

1. Choose **GET PASSWORD** from the Field Menu

The game then gives you a 56-character password. **WRITE IT DOWN.** Use it later at the Character Selection screen.

2. Press **START** to continue

NOTE: Passwords do not save:

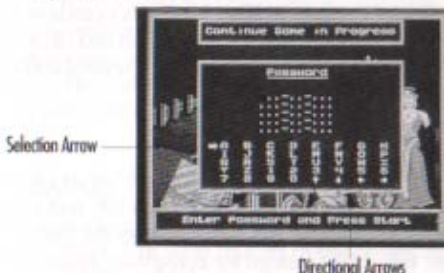
- Your game control settings
- Any wandering troops killed
- Orbs found



Some treasure chests reappear in which the Orbs can be re-found.

To use the password at the Character Selection screen:

1. Press any button to see the option bar
2. D-Pad **RIGHT** or **LEFT** to scroll to the **CONTINUE GAME IN PROGRESS** option
3. When it appears, press **START** to get to the Password screen



4. D-Pad **RIGHT**, **LEFT**, **UP**, or **DOWN** to move the selection arrow to a letter or number

NOTE: The number zero and the letter "O" are interchangeable.

5. Press **A**, **B**, or **C** to enter it

If you make a mistake, select a directional arrow to go back and enter the correct letter or number. Watch letter "B" and number "8". They tend to look alike.

6. When you're through, press **START** to begin the saved game.

Nobles of the Dark Legion



MURRAY THE MISER

Murray is a villainous traitor to the crown. He was guardian of the gate to King Maximus's castle at the time of Arech's invasion, and allowed Arech and his army of rogues through the gates for a small reward and a castle to call his own.



HACK THE ROGUE

Hack the Rogue is recognizable from fifty feet away. The sound of his spitting has sent chills up the spines of most decent folk. He is wanted for conspiracy against the crown and grave-robbing.



PRINCESS AIMOLA

Princess Aimola is wanted for violating her status as a visiting dignitary to King Maximus's castle and joining the conspiracy against the crown. She is known for her excessive use of make-up and her ever-present lace handkerchief.



BARON JOHNNO MAK AHL

Baron Johnno Makahl is wanted for leading Arech's army into the King's castle. He is known for his gaudy, expensive clothes, and his unkempt black beard.

DREAD PIRATE ROB

Dread Pirate Rob is wanted for piracy in the Pond of Peril and releasing traitors from Maximus's royal Dungeons. He is known for his pencil-thin mustache and his infallible sword-wielding ability.



CANEGHOR THE MYSTIC

Caneghor the Mystic is wanted for assisting in the downfall of the four continents by spell-casting for the dark legions. He is wanted for conspiracy against the crown and plundering the royal library.



SIR MORADON THE CRUEL

Sir Moradon is a knight of questionable heritage. His mother and father both were traitors to the crown, but Sir Moradon has brought the family name to fame.



PRINCE BARROWPINE

Prince Barrowpine, Prince of the Elves, is known for his self-assuredness and excellent spell-casting ability. The clever and conniving Barrowpine is wanted for trafficking stolen artifacts.





BARGASH EYESORE

A dull-witted cyclops, Bargash is not very clever. But then again, he doesn't have to be. He has ripped armies of Barbarians in half with a wink of his eye.



RINALDUS DRYBONE

Rinaldus Drybone is king of the undead. He is known by his fleshless bones, yellow robes, and glistening crown sitting atop his sun-bleached skull.



RAGFACE

Ragface is wanted for conspiring to steal the sceptre with Auric Whiteskin, Arech Dragonbreath, and Rinaldus Drybone. He wears dark cloaks over his rotting green skin.



MAHK BELLOWSPEAK

Mahk Bellowspeak is wanted for terrorizing the kingdom. Since Arech took rule of the four continents away, Mahk has been pillaging and attacking innocent townsfolk. Mahk is known for his bellowing voice and bright green skin.



AURIC WHITESKIN

Wanted for conspiring with Arech to steal the Sceptre of Order, Auric helped plan the attack on the King's castle. He is known for the skins he wears: the soft white pelts of baby lambs sewn together as a cape.



CZAR NICKOLAI

Czar Nickolai is wanted for summoning the demon king Urthrax Killspite to help keep the chaotic four continents under Arech's rule. Czar Nickolai has an unpredictable temper, and has become known throughout the realm for his fiery disposition.



MAGUS DEATHSPELL

Prophet of the Dark Legion, Magus Deathspell is wanted for deciphering the prophecy that foretold of the downfall of order on the four continents for the evil Arech Dragonbreath.



URTHRAX KILLSPITE

Urthrax Killspite is the demon King. He was summoned to help attack and rule the four continents with Czar Nickolai. He is the most evil member of the dark legion next to Arech Dragonbreath.



ARECH DRAGONBREATH

Arech Dragonbreath is the leader of the Dark Legion. He has ripped the Sceptre of Order from the gentle hands of good King Maximus. The future of the land is in his hands. And yours.

TROOPS

For information about each troop's skill level, hit points, movement capability, damage ability, morale, and cost, see *APPENDIX B*. The number of members of a troop appears below the troop icon.

THE KING'S PRIVATE GUARD

Members of the private guard are the most highly trained and skillful. They fight well when allied with Plains creatures.



MILITIA

These dependable fighters are a strong match for opposing troops.



ARCHERS

Archers are durable and strong. Their favorite tactic is to wait in a lonesome corner of the battlefield, shooting down unfortunate targets. They can shoot 12 times in any battle.



PIKEMEN

Pikemen inflict heavy damage with their pikes and are well worth their expensive wage.

CAVALRY

The most mobile combat troop short of flying creatures, Cavalry stampede opponents and wreak havoc. They are available for recruit at the King's castle after your first promotion.



KNIGHTS

These fledgling lords seek battle and adventure to improve their worth. They are hard to control, being headstrong at times. Though slow, they are quite powerful. They are available for recruit at the King's castle after your second promotion.



Plains

Only the strongest creatures survive on the plains. Recruit Plains troops for their brute strength.

PEASANTS

Easily influenced and guided, these hapless denizens of the plains are strongest in vast numbers.



WOLVES

Cruel and voracious, wolves terrorize lesser creatures. Swift and able to bite for a minor amount of damage, wolves are most effective in large packs where their numbers can influence the tide of a small battle.





NOMADS

These crafty desert traders are savage and fierce. Good fighters, they are somewhat hard to control. They are used to the free and unrestrained lifestyle of the desert.



BARBARIANS

Barbarians can be devastating fighters, however their independent nature makes them difficult to keep in rank and file.



ARCHMAGES

Not native to the plains, Archmages moved in and promptly inserted themselves at the top of the Plains pecking order. Expensive and hard to control, their ability to fly and constant attack can pulverize lesser creatures. They can cast a fireball spell twice in any combat round.

FORESTS

Accustomed to close fighting in the woods, forest creatures are tricky and sly.



SPRITES

These flying woodland creatures fly fast and follow orders well, but they die easily and have difficulty landing a strong blow due to their small size.



GNOMES

Dwelling in caves below the tree trunks, these underground dwellers make a stolid fighting force. Like Sprites, Gnomes have problems fighting larger opponents, who can crush large numbers of them in a single round.

ELVES

Armed with bow and arrow, elves are an effective fighting force. They can decimate opponents of equal force with a distance strike. They can shoot arrows 24 times per battle.



TROLLS

Trolls take a long time to die and are capable of inflicting great damage on their enemies. If not killed in combat, trolls regenerate to full hit points.



DRUIDS

Druids have the best qualities of all the forest creatures. Cunning, yet easy to control, they can throw a lightning bolt three times in any battle.



DUNGEONS

Dungeon creatures are the undead class. Watch them carefully — they have nothing to lose by turning on you.

SKELETONS

Age-old corpses rambling across the four continents in search of a final resting place, skeletons are the least powerful of the dungeon class.





ZOMBIES

Stronger and more durable than skeletons, zombies are slow and pack a substantial punch. Lead them in packs of seven to 12 for an effective attack.



GHOSTS

Skilful combatants and highly mobile, ghosts are excellent fighters. Defeated enemies join the ghost troop. Beware, ghosts can easily get out of control. If the Week of the Peasant falls while Ghosts are serving as troops, they transform into peasants. Only ghosts serving in your army or garrisoning a castle for you turn into peasants.



VAMPIRES

The aristocracy of the night, vampires are formidable troops. They are a match for the leaders of some of the other classes. A vampire can heal himself by striking an enemy. For example, if a vampire hits an opponent for three points, the vampire heals itself for three points (but won't exceed its maximum hit strength)



DEMONS

The lords of the dungeons, demons can cut an enemy troop in half with one blow. They are skillful warriors that can defeat anything but a dragon.

HILLS

Creatures bred in the hills are tough, and make strong fighters. You'll need luck on your side to defeat them. Count yourself honored if they ask to join your legions.

ORCS

Numerous and capable of strong attacks, it's hard to go wrong with an orc legion. Orcs have six shots in any battle.



DWARVES

Kept in practice by defending their homes from Orc hordes, Dwarves are able warriors. Though small, they deliver an outstanding blow and can eliminate larger creatures fairly easily.



OGRES

Ogres live for destruction and destroy enemies easily. Ogres are slow, so position them for maximum effect with minimum movement.



GIANTS

Their fearsome boulder attacks and crushing hand-to-hand blows allow giants to rampage across their lessers. Giants can throw boulders six times in any battle.



DRAGONS

A dragon can endure and inflict more damage than any other creature. They can fly during battle and are completely immune to magic. Only the mighty can control a flock of dragons in an army.



DWELLINGS

For information about recruiting from dwellings, see *Recruiting Troops* under *GAMEPLAY*.

CASTLES

At King Maximus's castle:

- You can recruit
 - Militia
 - Archers
 - Pikemen
 - Cavalry
 - Knights

The supply of these troops is virtually unlimited, but they are costly. As you gain rank, more powerful soldiers become available for hire. For trait descriptions of these different troops, see the *castles* section under *TROOPS*. For instructions about how to recruit troops see *King Maximus's Castle* under *RECRUITING TROOPS*.

- **You can request an audience with the king**

If you are worthy, rank is increased at an audience with the king. If you are not worthy, you are informed of your current rank and sent to capture more villains to gain worthiness.



At other castles:

If inhabited, a castle contains either one of the 17 villains or a rag-tag group of marauders who are based there. If you have siege weapons, battle begins. If uninhabited, you may assign a troop to garrison the castle, thereby increasing both your current score and weekly income. When you garrison a castle, you pay the troops for one week. After that they live off the castle. If you return to a castle and remove the troops, you must begin paying them again.

If you win a battle, you may garrison the castle with some of your surviving legions. This increases your commission per week and your current score. If you hold a contract for the defeated lord of the castle, you receive a piece of the puzzle map. If you do not hold a contract for the defeated lord, the lord is set free and eventually relocates to a new castle. If you do not garrison a castle, it can repopulate.



TOWNS



Town of Poth's End GP=21K
Get New Contract
Sells Goods (500 week)
Get New Information
Town Sale Spell (500)
Buy Siege Weapons (3000)

In a town you can:

- **Get a new contract.** You may only carry a contract for one villain at a time. Contracts may be exchanged at any time in any town. To carry out your contract:
 1. Track down the villain
 2. Conquer their troops



There are five villains' contracts to choose from.

- **Rent a boat or cancel boat rental.** Rent a boat for 500 gold a week (when you find the Anchor of Admiralty, boat rental charges go down to 100 gold). After renting a boat, it appears in the water next to the town. Cancel your boat rental in any town.
- **Gather information** about the local castle. Learn who rules it and what troops are in their army. Descriptions of those troops begin with phrases like "A few..." or "A multitude of..." These phrases correspond to the following amounts:
 - A few = 1-9 creatures
 - Some = 10-19
 - Many = 20-49
 - A Lot = 50-99
 - A Horde = 100-499
 - A Multitude = 500+
- **Buy a spell.** Each town sells a different type of spell — whatever the local specialty is. Spells offered in towns change from game to game. Buy as many spells as you can carry. Spells can only be used once.
- **Buy siege weapons** for 3000 gold. Siege weapons are necessary to attack a castle. If a siege attempt is unsuccessful, your siege weapon is destroyed.

For information about troop dwellings (Hills, Dungeons, Covered Wagons, and Tree Houses), recruiting troops from them, and pictures of their dwellings, see *Troop Dwellings* under *RECRUITING TROOPS*.



SPELLS

Spells can only be used once. For information about how to use spells, see *Use Magic* under *FIELD MENU*.

ADVENTURE SPELLS

These spells can be cast whenever you are able to move. They cannot be cast:

- While searching an area
- While in a town or castle
- During combat

BRIDGE

This spell allows you to build a bridge going north, east, south, or west. Use a bridge spell to cross a stream or river. Multiple bridges may be attached to one another. Bridges created are permanent.

TIME STOP

Use Time Stop when you have a high Spell Power to give you more time to find the sceptre. You still get paid at the end of a week, but your amount of days to find the sceptre stays the same.



FIND VILLAIN

This reveals the location of the villain whose contract you are currently holding. Only the villain's location is revealed, not his troop type and size.

CASTLE GATE

This spell allows you and your army to teleport to any castle previously visited. Go to a castle you have garrisoned and recruit the troops back into your army to replenish your fighting power with this spell.

TOWN GATE

This allows you and your armies to move instantly to a previously visited town.

INSTANT ARMY

Instant Army adds another troop to your ranks. The size of the troop depends on your spell power and the type of creature recruited is based on your class and level ranking.

RAISE CONTROL

This spell raises your leadership ability. Use it before combat with a powerful villain for strength, or just before you recruit troops for higher recruitment numbers. This spell lasts one week.



Combat Spells

Use these in combat.

CLONE

This allows you to add creatures to troops in your army through cloning. The actual number of creatures cloned is proportional to your spell power.

TELEPORT

This allows you to teleport a troop, friend or foe, to any unoccupied grass on the combat screen. You can manipulate troops to destroy enemy archers, displace strong enemy troops, and insert your own forces in key locations.

FIREBALL

This arms you with a fireball which you can hurl at any single enemy troop. The damage you do depends on your spell power — the higher your spell power, the stronger the damage.

LIGHTNING BOLT

Weakest of the three offensive-weapon spells, the lightening bolt allows you to throw a bolt at any single enemy troop. The higher your spell power, the more destructive the spell.

FREEZE

This spell restricts an enemy troop's movement, holding it in place for one combat round. The enemy troop can, however, attack adjacent troops and can retaliate if attacked.



RESURRECT

This spell restores creatures destroyed in combat, one per unit of your spell power. Creatures may only be restored if some of the original troop remains.

TURN UNDEAD

Strongest of the three offensive-weapon spells, Turn Undead targets an enemy troop of undead creatures and unleashes a torrent of destruction on skeletons, zombies, ghosts, and vampires.

HINTS AND STRATEGY

BOATS

If you dock your boat and walk far across the continent, save some time by finding a town close to you, canceling the boat rental, then re-renting a boat. Your new boat conveniently appears in the water close by. Be warned: it'll cost you another 500 gold, so you might want to rent at the end of a week (when you would have been charged for weekly boat rental anyway).

RECRUITING TROOPS

When you are recruiting from a troop dwelling or the King's castle, don't recruit all the members of a troop. If you empty a dwelling and take your army into a losing battle, you won't be able to recruit from the dwelling or castle again until that creature's week passes.

COMBAT WITH GHOSTS

Only attack ghosts with troops of a stronger hit strength. Ghosts absorb fallen foes into their troop and get incredibly strong. Keep your Peasants, Militia, and other weak troops out of their reach.



Appendix A

CASTLE AND TOWN LOCATIONS:

Continentia

Castles

Azram	30,27
Cancomar	36,49
Faxis	22,49
Irok	11,30
Kookamunga	57,58
Nilslag	22,24
Ophiraund	6,57
Portalis	58,23
Rythacon	54,6
Vutar	40,5
Wankelforte	40,41

Towns

Bayside	41,58
Fjord	46,35
Hunterville	12,3
Isla Vista	57,5
King's Haven	17,21
Lakeview	17,44
Nyre	50,13
Path's End	38,50
Quiln Point	14,27
Riverton	29,12
Xoctan	51,28

Forestria

Castles

Basefit	47,6
Duvock	30,18
Jahn	41,34
Mooseweigh	25,39
Quinderwitch	42,56
Yeneverre	19,19

Towns

Anomaly	34,23
Dark Corner	58,60
Elan's Landing	3,37
Midland	58,33
Underfoot	58,4
Wood's End	3,8

Archipelia

Castles

Endryx	11,46
Goobare	41,36
Hyppus	43,27
Lorshe	52,57
Tylitch	9,18
Xelox	45,6

Towns

Centrapf	9,39
Japper	13,7
Overthere	57,57
Simpleton	13,60
Topshore	5,50
Yakonia	49,8

Saharia

Castles

Spockana	17,39
Uzare	41,12
Zyzzarzaz	46,43

Towns

Grimwold	9,60
Vengeance	7,3
Zaezoizu	58,48

Appendix B

TROOP STRENGTHS CHART

MONSTERS

Skill Level Hit Points Movement Damage
Attack, Shoot Recruitment Morale
Cost (ea) Group

Castle						
Militia	2	2	2	1-2	50	A
Archers	2	10	2	1-2/1-3	250	B
Pikemen	3	10	2	2-4	300	B
Cavalry	4	20	4	3-5	800	B
Knights	5	35	1	6-10	1000	B
Plains						
Peasants	1	1	1	1	10	A
Wolves	2	3	3	1-3	40	D
Nomads	3	15	2	2-4	300	C
Barbarians	4	40	3	1-6	750	C
Archmages	5	25	Fly+1	2-3	1200	C
Forest						
Sprites	1	1	Fly+1	1-2	15	C
Gnomes	2	5	1	1-3	60	C
Elves	3	10	3	1-2/2-4	200	C
Trolls	4	50	1	2-5	1000	D
Druids	5	25	2	2-3	700	C
Hills						
Orcs	2	5	2	2-3/1-2	75	D
Dwarves	3	20	1	2-4	350	C
Ogres	4	40	1	3-5	750	D
Giants	5	60	3	10-20/5-10	2000	C
Dragons	6	200	Fly+1	25-50	5000	D
Dungeon						
Skeletons	2	3	2	1-2	40	E
Zombies	2	5	1	2-2	50	E
Ghosts	4	10	3	3-4	400	E
Vampires	5	30	Fly+1	3-6	1500	E
Demons	6	50	Fly+1	5-7	3000	E



MORALE CHART FOR ALL TROOPS

		Units Morale Group:				
		A	B	C	D	E
Other Units in Army:	A	N	N	N	N	N
	B	N	N	N	N	N
	C	N	N	H	N	N
	D	L	N	L	H	N
	E	L	L	L	N	N

L = Low morale (if any low in army).

N = Normal morale.

H = High morale (only if all units are H).



Appendix C

CHARACTER ADVANCEMENT CHART

CHARACTER ADVANCEMENT	Villains caught	Leadership	Maximum # spells	Spell Power	Commission /week
Knight	-	10	2	1*	1000
General	2	+100	+3	+1	+1000
Marshal	8	+300	+4	+1	+2000
Lord	14	+500	+5	+2	+4000
Paladin	-	80	3	1*	1000
Crusader	2	+80	3	1*	1000
Avenger	7	+240	+5	+2	+2000
Champion	13	+400	+6	+2	+4000
Barbarian	-	100	2	0*	2000
Chieftain	1	+100	+2	+1	+2000
Warlord	5	+300	+3	+1	+2000
Overlord	10	+500	+3	+1	+2000
Sorceress	-	60	5	2	3000
Magician	3	+60	+8	+3	+1000
Mage	6	+180	+10	+5	+1000
Archmage	12	+300	+12	+5	+1000

* Must learn magic to cast spells

Appendix D

VILLAINS TO CASTLES CHART

Villains Listed by Increasing Difficulty

CASTLES	X	Y	
Continentia			
Azram	30	27	
Cancomar	36	49	
Faxis	22	49	
Irok	11	30	
Kookamunga	57	58	
Nilsdag	22	24	
Ophiraund	6	57	
Portalis	58	23	
Rythacon	54	6	
Vutar	40	5	
Wankelforte	40	41	
Murray the Miser			✓
Princess Almola			✓
Dread Pirate Rob			✓
Baron Johnno Makahi			
Caneghor the Mystic			
Prince Moradon the Cruel			
Baron Barrrowpine			
Bargash Eyesore			
Ronaldus Drybone			
Regface			
Maik Bellowspeak			
Auric Whiteskin			
Czar Nickolai the Mad			
Magus Deathspell			
Urtbrax Killspite			
Aurech Dragonbreath			

Appendix E

SPELLS TO TOWNS CHART

Combat Spells

Adventure Spells

Towns	X	Y
Continentia		
Bayside	41	58
Fjord	46	35
Hunterville	12	3
Isla Vista	57	5
King's Haven	17	21
Lakeview	17	44
Nyre	50	13
Path's End	38	50
Quinn Point	14	27
Riverton	29	12
Xoctan	51	28

Bridge
 Castle Gate
 Find Villain
 Instant Army
 Raise Control
 Time Stop
 Town Gate
 Clone
 Fireball
 Freeze
 Lightning
 Resurrect
 Teleport
 Turn Undead

Credits

Designed by:

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Programming:

Andrew Caldwell

Additional Programming:

Douglas Grounds,
Jill Bagley, Mark Caldwell

Graphics:

Bonita Long-Hemsath,
Kenneth L. Mayfield

Musical Score:

Rob Wallace

Producer:

Keith Francart

Technical Director:

Steve Hayes

Product Management:

Rob Sears,
David Bamberger

Art:

Courtesy of FM Waves

Testing:

Michael Meischeid and
Michael Lubuguin

Documentation Layout:

Laurie Lau

Quality Assurance:

Steve Barry

Documentation:

Andrea Smith



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